

LOUISIANA RECOVERY AUTHORITY: Moving Toward a Safer, Stronger, Smarter Louisiana

Encourage US Congress to Pass Emergency Supplemental Appropriations Bill for Hurricane Recovery

Make the case for \$4.2 billion in additional aid for housing and \$3.7 billion for levees so
residents can begin rebuilding their lives at home in Louisiana

Submitted "The Road Home" Housing Plan to HUD — Groundbreaking Program to Stimulate Reinvestment, Not Reimbursement

Plan provides displaced homeowners with a maximum of \$150,000, minus insurance payments and FEMA assistance, to repair, rebuild, take a buyout and relocate, or sell their homes; includes numerous public comments to ensure plan treats all homeowners fairly

Managed Daily Oversight of the Most Ambitious Recovery Planning Effort in American History

Making certain that every recovery dollar is spent wisely and accounted for honestly

Worked with Governor and Louisiana Legislature to Implement a Strict New Statewide Building Code
Ensures any new construction will be built safely and wisely

Established Tough New Standards to Prevent Unsafe Rebuilding in Flood Zones

Funds will only be provided to communities and parishes abiding by FEMA flood map requirements for the construction and reconstruction of all homes, businesses and other structures

Received HUD Approval for \$368.4 Million in CDBG for Small Business Recovery and Infrastructure

Grants vital to small businesses and critical to rebuilding local government emergency infrastructure

Established LRA Support Foundation to Attract Private Donors to Recovery Effort

Provides funding for team of world-renowned planners to lead the largest rebuilding effort in American history, including \$3.5 million newly pledged by the Rockefeller Foundation

Received Comprehensive Report on Louisiana's Healthcare System, Commissioned by the LRA Support Foundation Includes recommendations for improving the quality of healthcare for all Louisianans and strengthening the safety net system of care for the poor and uninsured